talking nano BABY

INSTRUCTIONS

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The object is to take care of your Talking Nano Baby just like you would a real baby. If you take good care of your Talking Nano Baby, it will grow up to be happy. If you neglect your Talking Nano Baby, your baby will grow up to be very unhappy. It takes approximately 10 days to play with your Talking Nano Baby. Good luck!

The Talking Nano Baby Growth Chart:

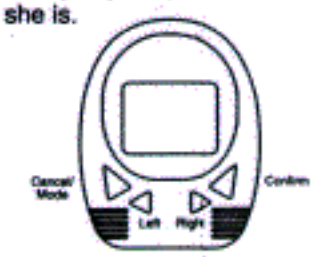
Days 1 - 3 = Infant
Days 4 - 7 = Toddler
Days 8 - 10 = Pre-Teen

Remember one day of our time is one whole year to your Talking Nano Baby. Every day you take good care of your Talking Nano Baby, she gets a year older. After three days (or three years for your Talking Nano Baby), you'll hear a happy birthday song - that means your Talking Nano Baby has just become a Toddler. After seven days, you'll hear the birthday song again, and your Talking Nano Baby becomes a Pre-Teen.

What your Talking Nano Baby says depends upon what she needs and how old she is.

CONTROLS

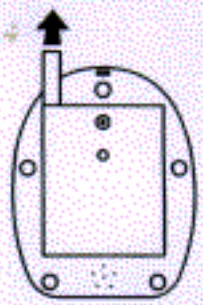
Cancel/Mode ▷
Left Cursor ◁
Right Cursor ▷
Confirm ◁



AGES 8 AND UP

Playmates ASST. NO. 40100
STOCK NO. 40101

talking nano BABY™



There are two different modes for your Talking Nano Baby:
Timer Mode & Play Mode.
Before playing, remove the battery isolation strip and press the reset button. Your Talking Nano Baby should be activated.

SET THE TIMER

The default time for your Talking Nano Baby is 12:00 PM. Adjust the timer with the procedure indicated below.
(NOTE: It is important to set the correct time.)

Press button ▷ to start the time adjustment. The hour is the first parameter to adjust.
Press button ▷ (or ◁) to advance (or reverse) the hour.
Press button ▷ to start the adjustment on the minutes.
Press button ▷ (or ◁) to advance (or reverse) the minutes.
Press button ▷ to start the adjustment on the PM/AM.
Press button ▷ (or ◁) to select the PM or the AM.
Press button ◁ to end the adjustment.

After you have set the current time on your Talking Nano Baby, you can sit back and watch the wonders of the birth of your Nano Baby. As soon as your baby is born, it is time to give your baby a name.

NAMING YOUR NEWBORN

To enter your new Talking Nano Baby's name simply:
Press button ▷ (or ◁) to scan forward (or backward) through the alphabet.
Press button ▷ to select a letter and move to the next blank space.
When you are done, press button ◁ to end the naming process.
(NOTE: Up to 10 letters can be assigned for the name of the baby)

Now it's time to play with your Talking Nano Baby!

"Whine" - HEALTH CHECK ☑

In order to take good care of your Talking Nano Baby, you must know what it needs. To check the Baby's health:
Press button ◁ or ▷ to select the health check icon on the screen.
Press button ◁ to confirm your selection.
You can scroll through the health check section using button ◁ or ▷.
You can check the following:

- Name
- Discipline
- Age
- Food
- Happiness

(NOTE: Always check the health of your Talking Nano Baby when it cries).

"I'm hungry!" - FEEDING TIME

All babies work up an appetite being born so you'll want to feed your newborn Nano Baby right away. To feed your baby:
Press button ◁ or ▷ to select the Feeding Icon on the screen.
Press button ◁ to confirm your selection.
Press button ◁ or ▷ to select the proper food.
(NOTE: Your Talking Nano Baby will refuse food if it is full or sick)
Press button ◁ again to feed your Nano Baby.
(NOTE: Although your Nano Baby will always drink, only food will satisfy its hunger.)

"Uh-oh! " - CLEANING TIME

Your will need to clean up your Talking Nano Baby after eating or when you see some stinky smells -- yuka puk!
Press button ◁ or ▷ to select the Cleaning Icon on the screen.
Press button ◁ to clean your Nano Baby.
Repeat as necessary.

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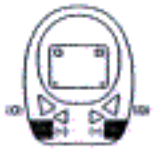
"Let's play!" - PLAY TIME

Playing with your Talking Nano Baby is very important. You need to make it happy to grow up healthy. There are two activities you can play with your Nano Baby.

Activity 1 is "Repeat the Pattern".
Activity 2 is "Candy Catching".

Press button ◁ or ▷ to select the Play Icon on the screen.
Press button ◁ to confirm your selection.
Press button ◁ or ▷ to select Activity 1 or Activity 2.
Press button ◁ to play!

(ACTIVITY 1)
Repeat the Pattern



Your Talking Nano Baby will play a pattern that increases in length each time you replay it back by pressing the buttons that match the icons in the corners of screen (with sounds, if activated.) The object is to see how long a pattern you can replay without missing the sequence. If you replay a long enough pattern, it will make your Talking Nano Baby happy!

(ACTIVITY 2)
Candy Catching
As little candies fall from the sky you must press buttons ◁ or ▷ to move your Talking Nano Baby's mouth under the candies to catch them.

"Yawn!" - SLEEP TIME

Your Talking Nano Baby will be sleepy around 8:30 p.m. When your Baby yawns, you should turn out the lights.
To turn out the lights:
Press button ◁ or ▷ to select the sleep icon on the screen.
Press button ◁ to confirm your selection.
(NOTE: Your Baby will automatically go to sleep at 9:30 p.m., but it will not be happy unless you turn out the lights between 8:30 - 9:30 p.m.)
You should not wake your Talking Nano Baby until 7:00 a.m. You should wake your Baby by turning on the lights the same way you turned them off at night.
(NOTE: Your Baby will automatically wake up at 9:30 a.m., but it will be unhappy unless you turn on the lights between 7:00 - 9:30 a.m.)

"No!" - DISCIPLINE

If your Talking Nano Baby begins to misbehave, then you must discipline it. (NOTE: Be sure to check the Health Icon first!). To teach your Baby to behave, you must:
Press button ◁ or ▷ to select the Discipline Icon on the screen.
Press button ◁ to confirm your selection.

"I'm sick." - MEDICINE

If your Talking Nano Baby gets sick, you must give your Baby medical attention right away! (NOTE: If your Nano Baby will not play with you or will not eat even though it is hungry, then your Nano Baby is, indeed, sick.)
Press button ◁ or ▷ to select the Medicine Icon on the screen.
Press button ◁ to confirm your selection.
Press button ◁ to select the Medicine.
Press button ◁ to confirm your selection.

Your Talking Nano Baby's health will improve after the first dose of medicine but you will need to administer a second treatment 2 hours after the first in order to insure good health.

You can also give your Talking Nano Baby vitamins twice a day to ensure good health. To give your Nano Baby vitamins, simply:
Press button ◁ or ▷ to select the Medicine icon on the screen.
Press button ◁ to confirm your selection.
Press button ▷ to select the Vitamin.
Press button ◁ to confirm your selection.

"Yuk!" - ATTENTION ICON

If the Attention Icon appears, you need to check on your Talking Nano Baby. Your Talking Nano Baby will also periodically tell you what it needs.

"Thank You" - SUCCESS

Be a good parent and take very good care of your Talking Nano Baby and it will grow up happy. If you are neglectful, the game will end prematurely and your Baby may grow up unhappy. At the end of play a "life outcome" will be displayed across the screen to let you know how your Talking Nano Baby will grow up.

"Cool!" - TURNING OFF THE SOUND

If you want your Talking Nano Baby to be quiet for awhile, here's what you have to do:
Press the ▷ Button to display the time. While the time is being displayed press the ▷ button to turn the sound off. The bell icon will disappear. To turn the sound back on, simply press the ◁ button. The bell icon will reappear.
Press the ▷ button to switch back to Play Mode.

"Hi !" - START AGAIN

To start a new Talking Nano Baby, simply:
Press ◁ and ▷ buttons at the same time and hold them down for eight seconds. You can say "Talking Nano Baby" eight times to count out the seconds if you want to.

"Why?" - RESET

If for some reason you need to start all over again during the middle of a game, find the small reset button on the back of your Talking Nano Baby. Have an adult use a small pointed object, like a paper clip, to press the reset button gently. This will reset the game, as well as the Timer.

TO REPLACE BATTERIES: Unscrew the battery door by using a screw-driver of the correct size. (Please keep the screw in a safe place.) Place two "AAA" batteries into the battery cabinet. (Alkaline batteries are recommended.) Screw the battery door back in place.

BATTERY REGULATION: Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Includes two replaceable "AAA" batteries. Batteries are included for demonstration purposes only and may need to be replaced by the consumer.

AGES 8 AND UP

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